

The Old
Church

SOURCE: NATIONAL GALLERY OF ART, WASHINGTON

THE OLD CHURCH

REASONS TO

Receive a blessing; consult religious texts; hide from malign powers.

GO HERE

PEOPLE TO

A doddering old priest; a suspicious nun; a frenzied organist.

PLAY

EVENTS THAT

The bells start ringing; the steeple is struck by lightning; robed figures go into the cellar.

MAY HAPPEN

The
Graveyard



SOURCE: NATIONAL GALLERY OF ART, WASHINGTON

THE GRAVEYARD

REASONS TO

Exhume a corpse; spy on occult gatherings; attend a funeral.

GO HERE

PEOPLE TO

A cheery gravedigger; a lurking corpse-eater; hired mourners.

PLAY

EVENTS THAT

Noxious smells issue from a crypt; a new funeral arrives; police arrive to search for a fugitive.

MAY HAPPEN

The Bay



SOURCE: NATIONAL GALLERY OF ART, WASHINGTON

THE BAY

REASONS TO

Look in tidal pools; go for a romantic

GO HERE

walk on the sands; hire a boat.

PEOPLE TO

Suspicious smugglers; a moist fisher-

PLAY

man; an obsessive naturalist.

EVENTS THAT

Crates from a wreck wash ashore; the

MAY HAPPEN

body of something gelatinous washes

up; a storm whips up the sea.



The Library

SOURCE: W. HARDING WARNER

THE LIBRARY

REASONS TO

Seal away a grimoire; search for lore;

GO HERE

see who read a particular book.

PEOPLE TO

A bright-eyed librarian; a muttering

PLAY

obsessive; a pest control worker.

EVENTS THAT

An argument starts over a library

MAY HAPPEN

fine; a patron suffers a heart attack; a spectral figure appears.

Your Dreams

SOURCE: NATIONAL GALLERY OF ART, WASHINGTON

Enslave Me

YOUR DREAMS

REASONS TO
GO HERE

See visions of the future; probe into
your past; interrogate your emotions.

PEOPLE TO
PLAY

Your parents; the love of your life;
an avatar of cosmic forces.

EVENTS THAT
MAY HAPPEN

A nightmare begins; a wave of cats
sweeps through; something embarrass-
ingly personal is revealed.

The Forest



SOURCE: NATIONAL GALLERY OF ART, WASHINGTON

THE FOREST

REASONS TO

Hunt or forage; find some peace

GO HERE

from civilisation; track a monster.

PEOPLE TO

A poacher checking snares; a hermit;

PLAY

an obsessive naturalist.

EVENTS THAT

Too-vibrant flowers bloom; deer with

MAY HAPPEN

tangled antlers run past; murmured

chants are barely audible.

The General
Store



SOURCE: INTERNET ARCHIVE BOOK IMAGES

THE GENERAL STORE

REASONS TO
GO HERE

Meet friends; order something in from the city; read the headlines.

PEOPLE TO
PLAY

A genial store owner; the town gossip; local hooligans.

EVENTS THAT
MAY HAPPEN

Contraband inspectors extort the store owner; armed robbery; recruiters arrive from a local cult.

A vintage, sepia-toned photograph of a two-story wooden lodge. The lodge features a prominent balcony with a decorative railing and arched openings. A man in a hat stands on the steps leading to the entrance. The building is surrounded by dense foliage and trees. The photograph is mounted on a brown background with a map visible at the top and bottom. A title tag in the upper right corner reads "The Lodge".

The Lodge

SOURCE: SWEDISH NATIONAL HERITAGE BOARD

THE LODGE

REASONS TO

Get initiated into a secret society;

GO HERE

perform magic; relax with your peers.

PEOPLE TO

A grand wizard with mystical symbols;

PLAY

a 'possessed' madman; the janitor.

EVENTS THAT

A ritual goes terribly wrong; a new

MAY HAPPEN

applicant fails their ordeal; someone over-indulges on the sacred herbs.

The Boarding
House

SOURCE: WALKER EVANS



THE BOARDING HOUSE

REASONS TO GO HERE	Meet out-of-towners; get anonymous lodgings; check visitor logs.
PEOPLE TO PLAY	Low-income labourers; the gimlet-eyed propieteur; a newcomer to the town.
EVENTS THAT MAY HAPPEN	A drinking party breaks out; a fight breaks out; police raid the house.

A black and white photograph of a museum interior. The room features ornate architectural details, including arched doorways and decorative moldings. Several large glass display cases are arranged throughout the space, filled with various artifacts and objects. In the foreground, a large, multi-tiered glass case is prominently displayed, containing numerous small items. To the left, a table is covered with a dark cloth and holds several ornate vases or decorative pieces. The overall atmosphere is that of a well-curated historical or cultural museum.

The Museum

SOURCE: INTERNET ARCHIVE BOOK IMAGES

THE MUSEUM

REASONS TO

Learn local history; find a relic from the past; have a secret rendezvous.

GO HERE

PEOPLE TO

Security guards; a researcher; whispering exhibits.

PLAY

EVENTS THAT

Stinking rot surrounds an exhibit; all the lights go out; a scuttling thing darts between the exhibits.

MAY HAPPEN

The
Crumbling
Manor



SOURCE: MARTIN DE LUSENET

THE CRUMBLING MANOR

REASONS TO

GO HERE

Get a favour from your family; spy on strange nobles; steal valuables.

PEOPLE TO

PLAY

An eccentric great-aunt; a glowering gardener; an oily butler.

EVENTS THAT

MAY HAPPEN

A black carriage arrives; a wall subsides, revealing a hidden chamber; voices call out from the basement.